PATENT APPLICATION FEE DETERMINATION RECORD Application or Docket/Number Effective December 8, 2004 CLAIMS AS FILED - PART I SMALL ENTITY OTHER THAN TYPE (Column 1) OR (Column 2) SMALL ENTITY U.S. NATIONAL STAGE FEES RATE FEE RATE FÉE BASIC FEE SMALL ENT. = \$ 150 LARGE ENT. = \$ 300 BASIC FFF OR BASIC FEE **EXAMINATION FEE** Satisfies PCT Article 33(1) All other situations = (4) = \$50/\$100 EXAM, FEE \$ 100 / \$ 200 EXAM. FEE U.S. is ISA = \$ 50 / \$ 100 SEARCH FEE ALL other countries = All other situations = SEARCH FEE \$ 250 / \$ 500 \$ 200 / \$ 400 SEARCH FEE FEE FOR EXTRA SPEC. PGS. minus 100 = /50 ± X \$ 125 =X \$ 250 =TOTAL CHARGEABLE CLAIMS minus 20 = X \$ 25 =OR X \$ 50 =INDEPENDENT CLAIMS minus 3 = X \$ 100 =OR X \$ 200 =MULTIPLE DEPENDENT CLAIM PRESENT + \$ 180 = OR + \$ 360 = If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL **OR** TOTAL CLAIMS AS AMENDED - PART II OTHER THAN (Column 1) SMALL ENTITY (Column 2) (Column 3) OR SMALL ENTITY CLAIMS HIGHEST REMAINING NUMBER ADDI-PRESENT AFTER ADDI-PREVIOUSLY RATE TIONAL EXTRA AMENDMENT RATE TIONAL **PAID FOR** FEE Total FEE Minus X\$25 =OR X \$ 50 =Independent Minus X \$ 100 =OR X \$ 200 = FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM + \$ 180 = OR + \$ 360 = TOTAL ADDIT. TOTAL ADDIT OR FEE FEE (Column 1) (Column 2) (Column 3) **CLAIMS** HIGHEST REMAINING NUMBER! PRESENT ADDI-WENDMENT B ADDI-AFTER -PREVIOUSLY RATE TIONAL EXTRA AMENDMENT RATE TIONAL PAID.FOR FEE FEE Total Minus X \$ 25 =OR X \$ 50 =Independent Minus X \$ 100 =OR X \$ 200 =FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM + \$ 180 =OR + \$ 360 = OTAL ADDIT TOTAL ADDIT OR FEE

If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

If the "Highest Number Previously Paid For" IN THIS SPACE is less than '20', enter "20".

If the "Highest Number Previously Paid For" IN THIS SPACE is less than '3', enter "3".

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.